

CAPCOM®

STREET FIGHTER II

SPECIAL CHAMPION EDITION



SEGA
GENESIS
16 BIT CARTRIDGE

INSTRUCTION MANUAL

Handling Your Cartridge.

Follow these suggestions to keep your Street Fighter II: Special Champion Edition cartridge in perfect operating condition.

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Read before using your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

CAPCOM



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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GETTING STARTED

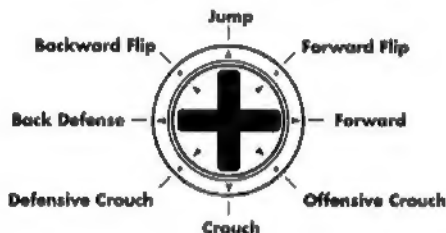
1. Insert your **Street Fighter II: Special Champion Edition** cartridge into your Sega Genesis System and turn the power ON.
2. Press the **START** button and the following three options will appear:
CHAMPION Used to play Street Fighter II with Champion Edition rules and moves.
HYPER Used to play Street Fighter II with Hyper Fighting rules and moves. Set the game speed for the **HYPER** mode by pressing the D-Button LEFT or RIGHT to select from (0-4) stars. Four stars is the fastest moving game while a game with no stars will move at normal speed.
OPTIONS Used to change various options in the game. Move the marker next to **OPTIONS** and press the **START** button. (For an explanation of the Option Mode, please read the section entitled "Using the Option Mode".)
3. The next screen has three options: **GAME START**, **V.S. BATTLE** and **GROUP BATTLE**. Use the D-button to move the marker next to **GAME START** and press the **START** button. (For an explanation of the **V.S. BATTLE**, please read the section entitled "Using the V.S. Battle". For an explanation of the **GROUP BATTLE** mode, please read the section entitled "Using the Group Battle Mode".)
4. Once you begin the game, you will be asked to select your character. Press the D-Button LEFT, RIGHT, UP or DOWN to highlight the character you wish to use and press any button.
5. To end the game at any time, simply turn OFF your Sega Genesis and remove your cartridge.



CONTROLLING YOUR FIGHTER

BASIC MOVEMENT

The controls for **STREET FIGHTER II: Special Champion Edition** take full advantage of the capabilities of the Sega control pad. The diagram below shows the eight basic D-button positions that are used in the game.



IMPORTANT NOTE: The diagram shows the D-button positions for a player facing to the right. The controls are reversed when facing to the left.

- FORWARD**Used to walk forward.
- FORWARD FLIP**Used to jump forward.
- JUMP**Used to jump straight up.
- BACKWARD FLIP**Used to jump backward.
- BACK DEFENSE**Used to block high attacks by
your opponent.
- DEFENSIVE CROUCH**Used to block low attacks by
your opponent.
- CROUCH**Used to crouch or duck.
- OFFENSIVE CROUCH**Used to make low attacks.



CONTROLLING YOUR FIGHTER

PUNCHES AND KICKS

There are three basic punches in STREET FIGHTER II: Special Champion Edition:

TYPE OF PUNCH | 3 BUTTON PAD | 6 BUTTON PAD

Light Punch | Press the **A** button. | Press the **X** button.
(JAB) This jab is very quick, but it does little damage.

Medium Punch | Press the **B** button. | Press the **Y** button.
(STRONG) This strong punch does a fair amount of damage.

Hard Punch | Press the **C** button. | Press the **Z** button.
(FIERCE) This fierce punch does a large amount of damage, but is slow.

There are three basic kicks in STREET FIGHTER II: Special Champion Edition:

TYPE OF KICK | 3 BUTTON PAD | 6 BUTTON PAD

Light Kick | Press the **A** button. | Press the **A** button.
(SHORT) This short kick is very quick, but it does very little damage.

Medium Kick | Press the **B** button. | Press the **B** button.
(FORWARD) This forward kick is strong and is fairly quick.

Hard Kick | Press the **C** button. | Press the **C** button.
(ROUNDHOUSE) This kick is powerful, but very slow.



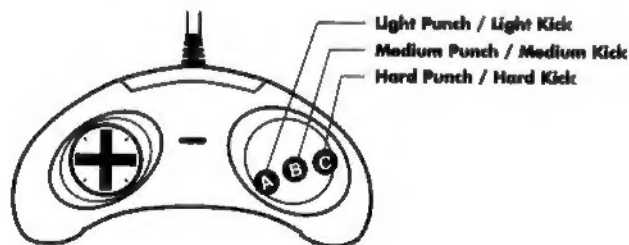
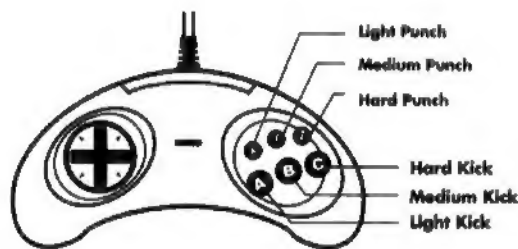
CONTROLLING YOUR FIGHTER

IMPORTANT 3 BUTTON PAD NOTE:

When using a Sega 3 Button Control Pad, the START button will switch between punches and kicks.

*For Example: Press the **A** button to do a Light Punch. Then press the **START** button. Now, press the **A** button again and you will do a light kick.*

Please note that the button configuration can be changed using the KEY CONFIG section in the OPTION MODE.



CONTROLLING YOUR FIGHTER

CLOSE ATTACKS

Close attacks are special techniques which can only be used to when two fighters are right next to each other. These techniques fall into two basic categories: **THROWS** and **HOLDS**.

THROWS allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air.

*For Example: It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the **Medium or Hard Punch** button on your control pad.*

HOLDS allow you to grab an opponent and then hit or bite them again and again .

*For Example: It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the **Medium or Hard Punch** button on your control pad.*

Practice with your favorite character to discover which throws or holds he or she has.



CONTROLLING YOUR FIGHTER

SPECIAL MOVES

Each character has developed his or her own special moves for use in battle. All the special moves for each character are listed in The World Warriors section of this manual. There are also descriptions telling you how to do these special moves.

Special moves are very powerful, but they are also very difficult to learn. It may take weeks of practice before you will be able to use these moves effectively. So, practice hard and don't give up!

Below is an example of the diagram for Ryu's Fireball. The arrows in the diagram indicate the necessary movements on the control pad. Please refer to the movement diagram if you are unsure of what the arrows mean.

Example: Fireball

Using the control pad, press  in one continuous motion and press any punch button.

(Using the control pad, press (crouch), (offensive crouch), (forward) in one continuous motion and press any punch button.)

IMPORTANT NOTE:

ALL DIAGRAMS FOR SPECIAL MOVES ARE SHOWN WITH PLAYER FACING TO THE RIGHT.



THE TOURNAMENT BEGINS

Twelve fighters from across the globe have come together to face one another to see which of them has the strength, skill and courage to be crowned champion. Each fighter has different skills and special moves, but it will take more than brute strength to earn the title of Grand Master.

Choose **GAME START** on the title screen and you will be able to select your champion for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the twelve other challengers.

(If a friend wishes to challenge you during the tournament, he can press the **START** button on his control pad to interrupt your game.)

When the match begins, you must use your punches, kicks and special moves to knock your opponent flat on his back. Each time you hit him, his energy meter will decrease. Once your opponent's energy meter is totally red, he will be down for the count. Win two out of three bouts and you will be declared the winner and earn the right to face the next challenger.

Player One Energy Meter Hi-Score Player Two Energy Meter
Player One Score Timer Player Two Score



USING THE V.S. BATTLE MODE

The V.S. Battle allows two players to battle head-to-head in a **STREET FIGHTER II** competition. When the title screen appears, push the D-Button UP or DOWN to move the marker next to **V.S. BATTLE** and press the **START** button. When the next screen appears, each player must choose the character they wish to use and press any button to continue to the next screen.

(If you press the **START** button your character will change its color)



On the next screen, there are three options; **HANDICAP**, **SPECIAL MOVES** and **STAGE SELECT**. Player One can highlight an option by pushing the D-Button UP or DOWN.

HANDICAP

When the **HANDICAP** option is highlighted, both players can press **LEFT** or **RIGHT** on the D-Button to increase or decrease the amount of stars. The number of stars determines the amount of damage a player's punches and kicks will do and also increases your defensive power. The higher the number of stars, the greater the amount of damage the punches and kicks will do.

This option allows two players of different skill levels to have an even match.



USING THE V.S. BATTLE MODE

SPECIAL MOVES

When the SPECIAL MOVES option is highlighted, press the **A, B, C, X, Y or Z** button to switch to the special moves screen.



Push the D-Button UP or DOWN to select a move and then press the **A, B, C, X, Y or Z** button to turn the move ON or OFF. Once you have finished, press the **START** button to return to the main menu.

After all the choices have been made, Player One can begin the match by pressing the **START** button.

STAGE SELECT

When the STAGE SELECT option is highlighted, Player One can select the location of the match by pressing the D-Button LEFT or RIGHT. This option allows you to select the location of your fight.



USING THE GROUP BATTLE MODE

The Group Battle mode allows two players to have a Street Fighter Tournament. Choose the GROUP BATTLE option on the main screen and press the **START** button. When the rule screen appears, Press the D-Button UP or DOWN to select the tournament rules you are going to use and press the **START** button.

Match Play

In this mode, two players must select the same number of characters. Each player selects one to six characters and then begins a match in which the first character from one player's team battles the first character from the other player's team. After the match is finished, the second character from each team will battle each other. This will continue until all the matches have been completed.

Elimination

In this mode each player chooses up to six characters. (Players do not need to choose the same number of characters.) If a player wins a match he can continue to use the character until he is defeated. The first player to lose all his characters, loses the match.



USING THE GROUP BATTLE MODE

On the next screen players will select the number of characters they will use. (If you are playing an elimination match, each player will set their own number of characters.) Press the D-Button UP or DOWN to increase or decrease the number of characters. After you finished, press the **START** button to proceed to the next screen.



When the next screen appears, both players can select their characters using their control pads. Player 1 will select a character first and then Player 2. Use the D-Button to highlight a character and press any button to make the selection.

(If you press the **START** button your character will change its color)

After both players have chosen all their characters, the **HANDICAP**, **SPECIAL MOVES** and **STAGE SELECT** screen will automatically appear. Use the D-Button to make your selections just as in the **V.S.BATTLE** mode and press the **START** button to begin the tournament.

USING THE OPTION MODE

The Option Mode allows you to change to certain parts of the game. When the title screen appears, push the D-Button UP or DOWN to move the marker next to **OPTIONS** and press the **START** button. When the next screen appears, push the D-Button UP or DOWN to highlight the option you wish to change.



DIFFICULTY

This option changes the difficulty of the computer opponent. Push the D-Button LEFT or RIGHT to change the level. The computer controlled opponents are easy to defeat at Level 0 and at Level 7 they are very difficult to defeat.

TIME LIMIT

This option allows you to turn on or off the Time Limit. Push the D-button LEFT or RIGHT to highlight either **ON** or **OFF**. If you select **ON**, the fighters will have 99 seconds to knock each other out. If you select **OFF**, the fight will continue until one player is knocked out.

KEY CONFIG

This option allows you to change the button configuration for your fighter's punches and kicks. Highlight KEY CONFIG and press the RIGHT on the D-Button to begin making your changes.

Highlight the punch or kick you wish to change and press the new button you wish to use for that punch or kick.

After you are finished making your changes, press LEFT on the D-Button to select another option.

You can also enter the KEY CONFIG screen by keep pressing the **START** button on the HANDICAP, SPECIAL MOVES and STAGE SELECT screen.

MUSIC TEST

This option allows you to hear the various pieces of music used in the game. Press the D-Button LEFT or RIGHT to change the music. Press the **A** button to hear the music.

S. E. TEST

This option allows you to hear the various sound effects used in the game. Press the D-Button LEFT or RIGHT to change the effect. Press the **A** button to hear the effect.

To leave the OPTION MODE with your new settings, simply press the **START** button on your control pad.



Becoming a true street fighter requires patience and practice. Listed below are a number of hints which will help you survive your first few matches.

1. Use the Back Defense and Defensive Crouch positions to block attacks.
2. Wait for a mistake by your opponent and then attack.
3. Do not use your special moves too much. They will often leave you vulnerable to attack.
4. You can nullify a Fireball with a Fireball.
5. It takes at least three strong hits to make your opponent dizzy. When your opponent is dizzy, inflict as much damage as possible.
6. When you are dizzy, keep on pressing left and right on the control pad to shake off the stars.
7. Practice using all the characters. This will allow you know their strengths and weaknesses in battle.
8. Special moves can be blocked using the Back Defense and Defensive Crouch positions, but it will cost you a little energy.
9. Set the difficulty level in the Option Mode to 0 to make it easier to learn how to use your punches, kicks and special moves.
10. Practice putting together a series of moves to create a devastating combo attack. Combinations are the key to becoming a true street fighter champion.



Ryu

Date of Birth: 7-21-1964
Height: 5'10"
Weight: 150 lbs.
Blood Type: O
Nationality: Japanese



A student of Shotokan school of karate, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Probably the strongest all-around fighter, Ryu claimed the title of grand champion after his narrow defeat of Sagat. Cool and calculating, Ryu is very patient in combat. Always seeking to maximize his abilities, Ryu has improved the speed of his fireball and uses it to pound his opponents into a corner.

SPECIAL MOVES

Fireball

By summoning all of his will and channeling it through his hands, Ryu can create an energy wave or "HA-DO-KEN". This blue, glowing ball of energy speeds towards any opponent and delivers quite an impact.



Using the control pad, press ▼▲ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.



Dragon Punch

Using the ancient word, "SHO-RYU-KEN", Ryu can call forth the power of the Dragon and channel it through his uppercut. As he leaps into the air, Ryu and the power of his Dragon Punch are unmatched.

Using the control pad, press ►▼▲ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.



Hurricane Kick

As he spins into the air, Ryu can summon the power of a hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane's strength to lift and accelerate his spin, Ryu can now even execute the hurricane kick while in mid-air.

Using the control pad, press ▼►▲ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Button motion.



To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.



Edmond Honda

Date of Birth: 11-3-1960
Height: 6'2"
Weight: 304 lbs.
Blood Type: A
Nationality: Japanese



Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

A strict disciplinarian, Honda guides his pupils with a stern hand. He understands that only through hard work and dedication can one reach a goal. Quick and extremely powerful, Honda's greatest advantage is his size. He loves to use his new Sumo Smash to flatten unsuspecting opponents.

SPECIAL MOVES:

Hundred Hand Slap

Through years of training, Honda has been able to build up the speed of his punches. His hands now move so quickly they are merely a blur. Using the Hundred Hand Slap, Honda can move forward like a steam-roller and quickly have his opponent seeing stars.



Press any punch button repeatedly

Sumo Head Butt

Using his great leg strength and the traditional sumo grunt, Honda can propel himself head first into his opponent.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

Sumo Smash

Using his great leg strength and the traditional sumo grunt, Honda can now leap high into the air and use tremendous weight to flatten an opponent.



Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button.

Blanka

Date of Birth: 2-12-1966
Height: 6'5"
Weight: 218 lbs.
Blood Type: B
Nationality: Brazilian



Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming the rain forests. But, it has only been within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare oppose him.

Normally passive and docile, when enraged Blanka attacks like an uncaged animal. Blanka uses his speed and agility to inflict maximum damage on his opponents. He often uses his claws and razor sharp teeth to shred his opponent into small pieces.



SPECIAL MOVES

Electricity

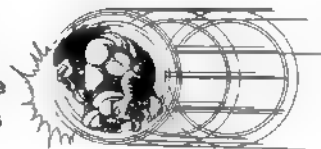
Using a technique he learned from electric eels, Blanka can channel up to 1,000 volts through his skin. Anyone who tries to grab him during this time is in for a shocking discovery.



Press any punch button repeatedly

Rolling Attack

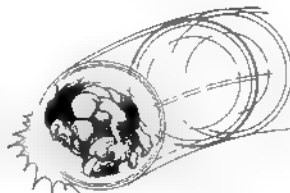
Rolling himself into a ball, Blanka can launch himself like a human projectile. Blanka's rolling attack can inflict a huge amount of damage on an opponent.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

Vertical Rolling Attack

Rolling himself into a ball, Blanka can knock an opponent out of the sky or descend on them from above with his new vertical roll.



Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button.



Guile

Date of Birth: 12-23-1960
Height: 6'1"
Weight: 191 lbs.
Blood Type: O
Nationality: American



An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

Guile's calm and emotionless exterior hides rage inside. Driven by his need for revenge, he will let nothing stand in his way. Using a unique blend of Special Forces training and street fighting skills, Guile is a force to be reckoned with.

SPECIAL MOVES

Sonic Boom

By whipping his hands and arms through the air, Guile is able to create a burst of energy called the Sonic Boom. This energy burst speeds towards an opponent and momentarily stuns anyone it hits.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

Flash Kick

Similar to the Sonic Boom, Guile is also able to cause a momentary vacuum by whipping his feet into the air as he does a backflip. This vacuum is virtually unpenetrable and will do large amounts of damage to anyone foolish enough to walk into it.



Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button simultaneously.

Ken

Date of Birth: 2-14-1965
Height: 5' 10
Weight: 169 lbs.
Blood Type: B
Nationality: American



A disciple of the Shotokan school of karate, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. Over the past few years Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from his old training partner, Ryu, has rekindled his fighting spirit and caused him to try and perfect his Dragon Punch and Hurricane kick.

Brash and arrogant, Ken loves to show off during a fight. After knocking his opponent senseless with the speed of his Hurricane Kick, Ken loves to finish them off with his improved Dragon Punch.

SPECIAL MOVES

Fireball

By summoning all of his will and channeling it through his hands, Ken can create an energy wave or "HA-DO-KEN". This blue, glowing ball of energy speeds towards any opponent and delivers quite an impact. Creating a fireball drains most of Ken's energy and it takes him a few seconds to recover after summoning one.



Using the control pad, press ▼▲► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.

Dragon Punch

Using the ancient word, "SHO-RYU-KEN", Ken can call forth the power of the Dragon and channel it through his uppercut. Ken's improved Dragon Punch sacrifices power for increased range, but the punch still remains the most devastating move in his arsenal.



Using the control pad, press ▼►▲ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.

Hurricane Kick

As he spins into the air, Ken can summon the power of a hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the great speed of the hurricane to lift and accelerate his spin, Ken can now execute a Hurricane Kick in mid-air.

Using the control pad, press ▼►▲ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Button motion.



To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.



Chun Li

Date of Birth: 3-1-1968
Height: 5'8"
Weight: (She won't tell)
Blood Type: A
Nationality: Chinese



Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation known as *Shadow Law*. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

Stunned by her good looks, opponents often underestimate Chun Li's ability and find themselves flattened by a few well placed kicks. Chun Li's quest for justice guides her life, but at heart she is still a young girl who yearns to live a normal life.

SPECIAL MOVES

Lightning Kick

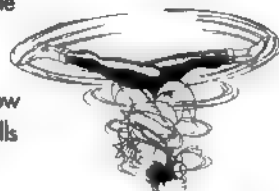
Years of training has allowed Chun Li to develop a series of powerful kicks which strike so quickly that all that is visible is the blue blur of her moving feet.

Press any kick button repeatedly



Whirlwind Kick

Defying gravity, Chun Li flips upside down and spins around like a top. Using her powerful legs to lift her and keep her aloft, Chun Li can now execute the Whirlwind Kick off walls and even in mid-air!



Using the control pad, press \blacktriangledown and hold it for 1 second. Then simultaneously press \blacktriangle and push any kick button.

To do the Whirlwind Kick in mid-air, press \blacktriangledown and hold it for 1 second. Then simultaneously press \blacktriangle and push any kick button. Timing is critical to executing this move.



Fireball

By tapping her chi, Chun Li has learned to unleash her own version of the fireball. Not containing the raw power or speed of Ken or Ryu's fireball, Chun Li's version of the fireball still packs a punch.



Using the control pad, press \blacktriangle \blacktriangledown \blacktriangle \blacktriangledown in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.

Zangief

Date of Birth: 6-1-1956
Height: 7'
Weight: 256 lbs.
Blood Type: A
Nationality: Russian



Many believe that Zangief entered the tournament out of his fierce respect for his country, but they are only partially correct. Zangief loves his country, but he loves to stomp on his opponents even more. What else would you expect from a man who wrestles bears for fun?

Good natured, with a great sense of humor, Zangief loves to fight. He left the Russian Wrestling Federation because of the lack of competition and now seeks suitable opponents wherever he can find them. Totally fearless, Zangief is more than willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver.

SPECIAL MOVES

Spinning Clothesline

Spinning around with his arms held outstretched, the Spinning Clothesline will knock senseless anyone who wanders into it.

*Press all punch buttons simultaneously
 (Any two punch buttons will work also.)*



Turbo Spinning Clothesline

Spinning around with his arms held outstretched, the Turbo Spinning Clothesline doesn't last as long as the Spinning Clothesline, but it moves a lot quicker. And it also prevents Zangief from being hit below the belt.

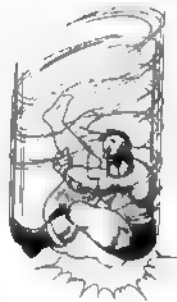


*Press all kick buttons simultaneously
 (Any two kick buttons will work also.)*

Spinning Pile Driver

After grabbing his opponent and flipping them upside down, Zangief leaps into the air. Spinning around like a top, Zangief then drills his opponent head first into pavement as they land.

Press the D-Button in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion. The 360 degree rotation on the D-Button must be done very quickly or Zangief will not do the move



Dhalsim

Date of Birth: 11-22-1952
Height: 5'10"
Weight: 107 lbs.
Blood Type: O
Nationality: Indian



Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

By controlling his mind and body, Dhalsim is able to extend his arms and legs great distances. However, Dhalsim's greatest skill is his patience. He knows that he does not stand a chance in a slugging match. Instead, he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down. While Dhalsim will do everything necessary to win, he will never hurt his opponent more than necessary, nor will he ever take another fighter's life.

SPECIAL MOVES

Yoga Fire

By tapping mystical energies from deep within himself, Dhalsim can spit forth a ball of flame that incinerates anything it touches.



Using the control pad, press $\blacktriangle \blacktriangle \blacktriangle$ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.



Yoga Flame

Used for close attacks, Dhalsim can tap mystical energies to spew forth a cloud of flame.



Using the control pad, press $\blacktriangle \blacktriangle \blacktriangle$ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.

Yoga Teleport

Not fully satisfied with his mastery of Yoga, Dhalsim's latest meditations have awakened in him the ability to teleport himself short distances. Able to do this at will, Dhalsim often appears in front of an opponent one moment and behind him the next.



To appear in front of your opponent:

Using the control pad, press $\blacktriangle \blacktriangle \blacktriangle$ in one continuous motion and press all three punch buttons or all three kick buttons. (Any two punch buttons or any two kick buttons will work also.) Make sure you press the buttons as you reach the end of the D-Button motion.

Pressing the punch buttons will teleport you close to your opponent, while using the kick buttons will teleport you further away.

To appear behind your opponent:

Using the control pad, press $\blacktriangle \blacktriangle \blacktriangle$ in one continuous motion and press all three punch buttons or all three kick buttons. (Any two punch buttons or any two kick buttons will work also.) Make sure you press the buttons as you reach the end of the D-Button motion.

Pressing the punch buttons will teleport you close to your opponent, while using the kick buttons will teleport you further away.



Balrog

Date of Birth: 9-4-1968
Height: 6'5"
Weight: 252 lbs.
Blood Type: A
Nationality: American



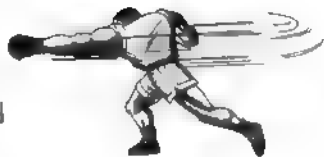
A former heavyweight champion, Balrog was barred from professional boxing after he ignored the rules of the ring. Wild and aggressive, Balrog now makes a living brawling on the streets of Las Vegas and occasionally picks up a buck as hired muscle for M. Bison.

Subscribing to the theory that whoever hits the hardest wins, Balrog is all brawn and very little brain. While he can easily be outsmarted, few fighters have his strength and tenacity.

SPECIAL MOVES:

Turn Punch

Turning his back to his opponent for a moment, Balrog will sprint forward and smash his opponent with a single devastating blow.



Press and hold all punch buttons or all kick buttons and then release. The longer you hold the buttons the more powerful your punch will be.

Dash Punch

Turning his back to his opponent for a moment, Balrog will sprint forward and smash his opponent with a lightning quick punch.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch or kick button. Punch buttons will cause a straight punch and kick buttons will cause an uppercut punch.

Vega

Date of Birth: 1-27-1967
Height: 6'0"
Weight: 208 lbs.
Blood Type: O
Nationality: Spanish



Of noble blood, Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador. The result is a beautiful and deadly ballet which has earned Vega the nickname of the "Spanish Ninja."

Vain and egotistical, Vega lives by the philosophy that beauty is strength. Despising anything ugly, Vega views himself as "perfect" and uses a mask to prevent his face from becoming scarred in battle. Used by M. Bison primarily as an assassin, Vega often dispatches his opponents using his claw.

SPECIAL MOVES:

Claw Dive

Using his claw to scale a wall, Vega climbs to the ceiling and then jumps and descends on his opponent in a deadly version of a swan dive.



Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air press any punch button.

Wall Leap

Jumping and rebounding off a side wall, Vega descends on his opponent and quickly does a quick air suplex.



Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air push the D-Button toward your opponent and press any punch button

Claw Roll

While standing, Vega will often execute a quick forward roll and take a quick stab at an opponent.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

Sagat

Date of Birth: 7-2-1955
Height: 7'4"
Weight: 283 lbs.
Blood Type: B
Nationality: Thai



Once called "King of the Street Fighters", Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost.

Sagat's Muay Thai fighting style is thought to be the most powerful in the world. With the exception of M. Bison, no other fighter comes close to his overall fighting ability. At heart an honorable man, Sagat is tortured by his loss to Ryu and will side with anyone who will give him the chance or experience needed to regain the title.

SPECIAL MOVES

Tiger Uppercut

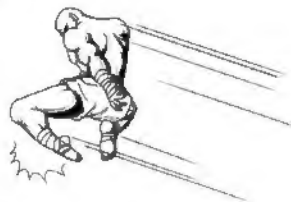
After his loss to Ryu, Sagat decided the only way to counter the Dragon Punch was to create one of his own. Leaping high into the air as he utters the words, "Tiger Uppercut", Sagat and his uppercut are virtually unstoppable.



Using the control pad, press $\blacktriangleright \blacktriangleleft$ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Button motion.

Tiger Knee

Using his powerful and sinewy legs, Sagat quickly leaps forward over his opponent's low attack and knocks them senseless with his knees.



Using the control pad, press $\blacktriangleleft \blacktriangleright$ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Button motion.

Tiger Shot

To counter the power of Ryu's fireball, Sagat has developed a projectile known as Tiger Shots. Able to throw these powerful projectiles either high or low, Sagat can inflict damage on opponents or effectively negate other projectiles.



Using the control pad, press $\blacktriangleleft \blacktriangleright$ in one continuous motion and press any punch or kick button. Using a Punch Button will throw a high Tiger Shot, while pressing a kick button will throw a low Tiger Shot. Make sure you press the punch button as you reach the end of the D-Button motion.

M. Bison

Date of Birth: Unknown
Height: 5' 11"
Weight: 254 lbs.
Blood Type: A
Nationality: Unknown



Never has a man been more cloaked in secrecy than M. Bison. Ever since he emerged to lead the international criminal organization *Shadow Law*, the world has been awed by the incredible power at his command.

Seen as the master of evil, Bison rules over his empire with an iron fist. Preferring to let his underlings do most of the dirty work, Bison only unleashes his powerful psychic ability when absolutely necessary. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world.

SPECIAL MOVES

Psycho Crusher

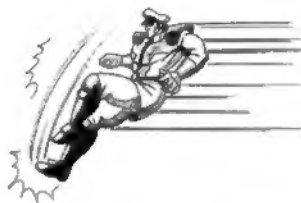
By channeling his psychic energy through his body, Bison is able to levitate and surround himself with a powerful flaming aura. Spinning head first toward his victim, M. Bison's Psycho Crusher will ignite his opponent in psychic flame and inflict heavy damage.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

Scissor Kick

Lunging feet first at his opponent, Bison sails over low attacks with two devastating kicks which will put his opponent flat on their back.



Using the control pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any kick button.

Head Stomp

Using his psychic ability to launch himself into the air, Bison will stomp on the head of his opponent and then dive toward his opponent with a second crushing blow.

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. After executing the stomp, press any punch button.



WARRIORS NOTES



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